

# ARGUMENT DIAGRAMS

## FIRST LESSON IN COMPUTER-AIDED LOGIC INSTRUCTION

### Instructions

Put your disk for the diagram program in the computer, close the disk drive door and turn on the computer. If it is already on, hold down the **Ctrl** and **Alt** keys and press the **Del** key. When you see **A>** on the screen, type **DIAGRAM**, press the return key, and follow these steps:

1. When you see the ARGUMENT DIAGRAMS screen, press any key.
2. First select any problem, say problem #1, by pressing the appropriate number at the top of the keyboard.
3. You will see two windows on the screen, one which has an argument with its statements labeled by numbers. The second window has a diagram. Your job is to put the appropriate numbers into the diagram so that it *best* represents the argument. Each conclusion is joined by vertical or slanted lines to premises written above it. This conclusion may then be used as premise for an additional conclusion appearing below it.
4. You can tell where the computer wants you to enter a number by looking at the small, brightly colored rectangle somewhere in the diagram. You can move the rectangle to another part of the diagram by pressing the *Space Bar*, the long key at the bottom center of your keyboard.
5. If you press a number key between 1 and 9, that digit will appear in the diagram where the colored rectangle was, and the rectangle will automatically move to another part of the diagram.
6. If you change your mind and want a different number in place of one you have already entered, press the space bar until the colored rectangle is over the number you want to change, then type the new number.
7. When you have filled in all the entries in the diagram and you think it is correct, press the return key.
8. If all your entries in the diagram are correct, you will hear a distinctive sound, and you can pick the next problem to work on. If some of your entries are wrong the computer will tell you how many (but not which ones) and you can change entries and try again. If you become disgusted with a particular problem, you can press the **Esc** (escape) key in the upper left, and select another problem.
9. When you have done as many problems as you wish, press the **Esc** key and the program will

end.

NOTE : When you have a choice, you must make the numbers in your diagrams go *up from left to right*:

WRONG :      (4)      (3)      (2),                      (4)      (2)      (3)  
                      \      \*      /                                      \      \*      /  
    (5)    (5)

RIGHT :      (2)      (3)      (4)  
                      \      \*      /  
    (5)